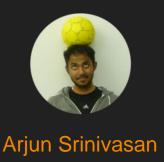
# Orko: Facilitating Multimodal Interaction for Visual Exploration and Analysis of Networks



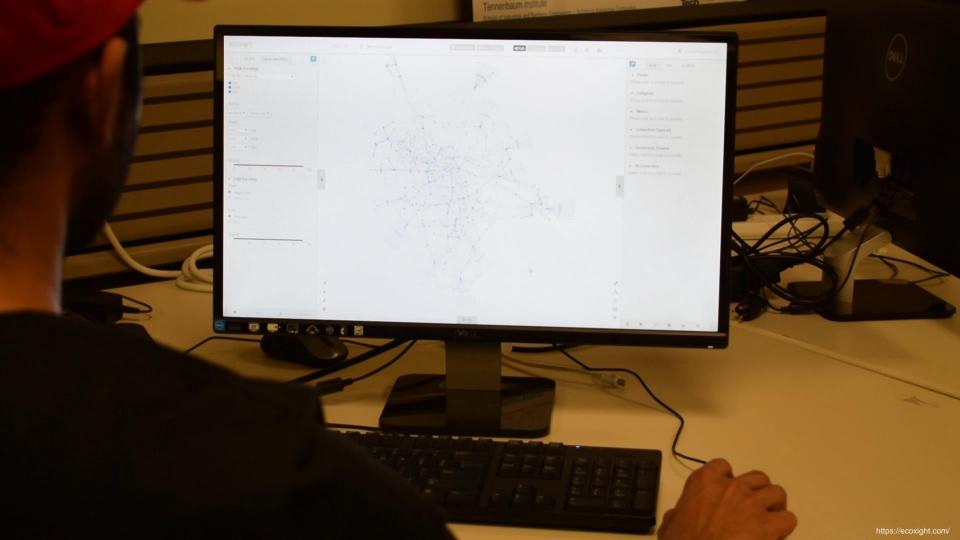


John Stasko











What is multimodal interaction?

How can we support multimodal interaction for visual data exploration and analysis?

Why support multimodal interaction?

What is multimodal interaction?



















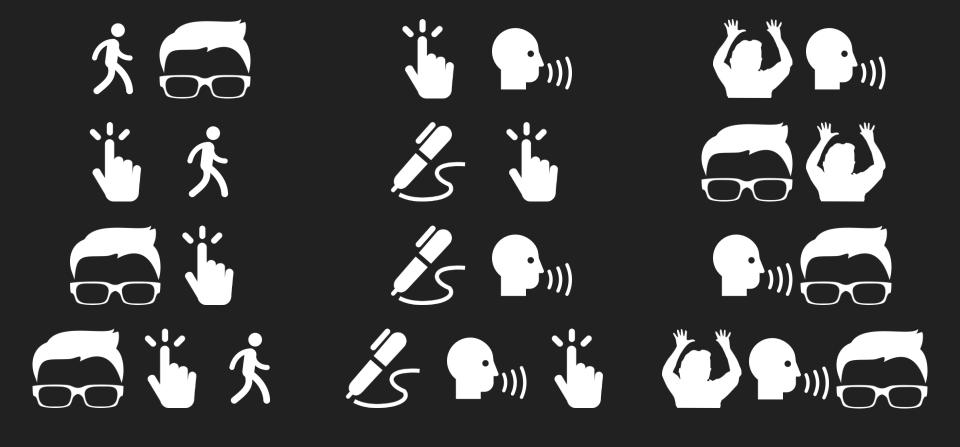






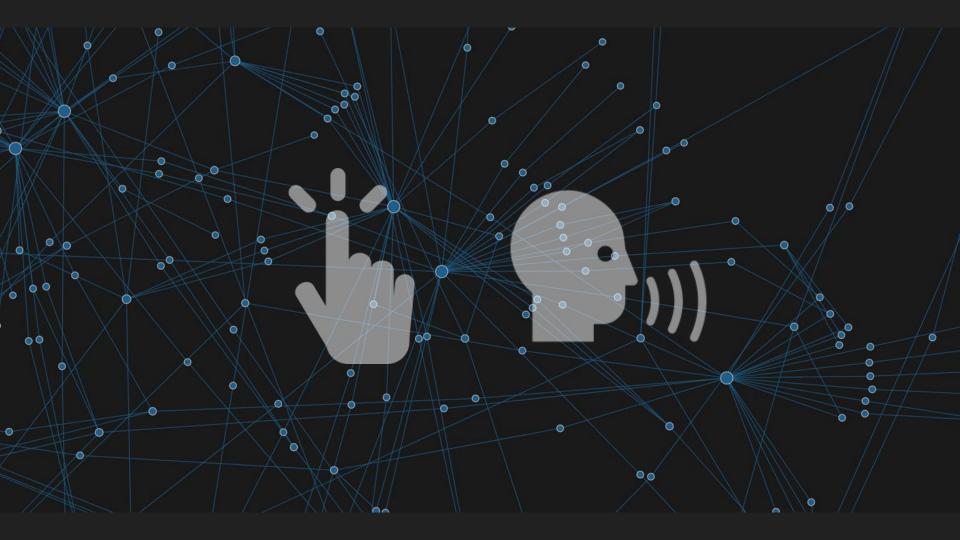






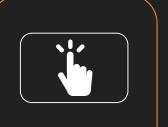


Touch & Speech





### Individual





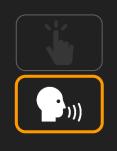
# Sequential





### Simultaneous



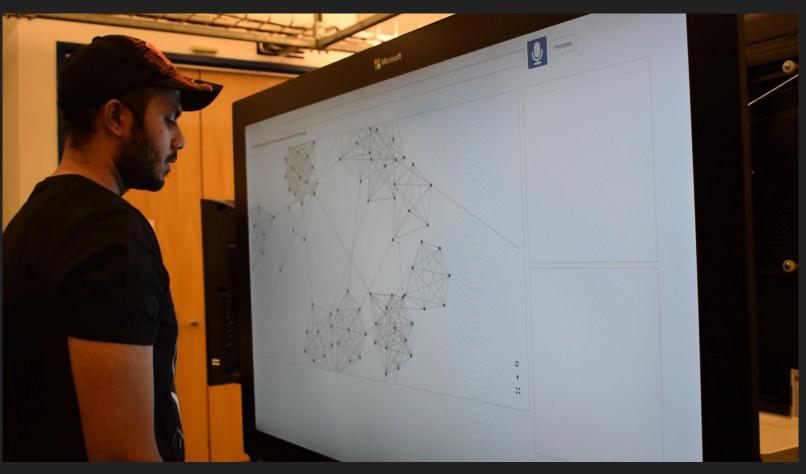












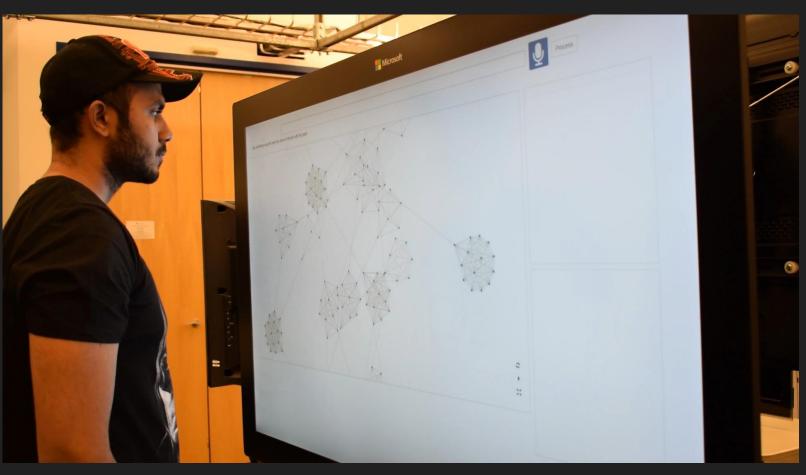












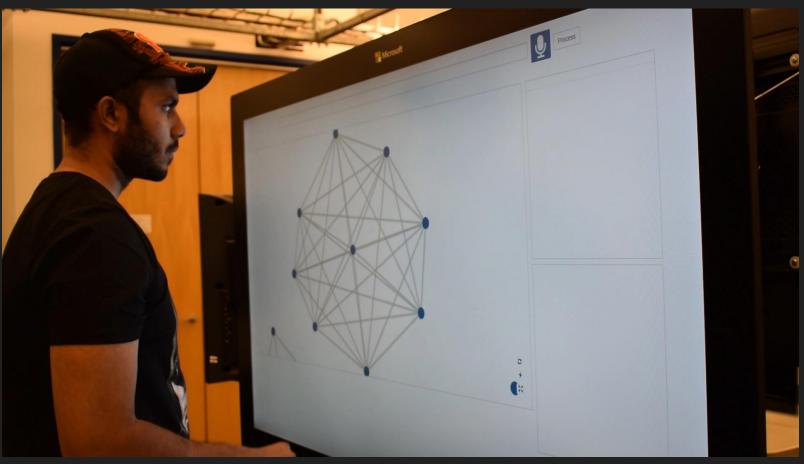








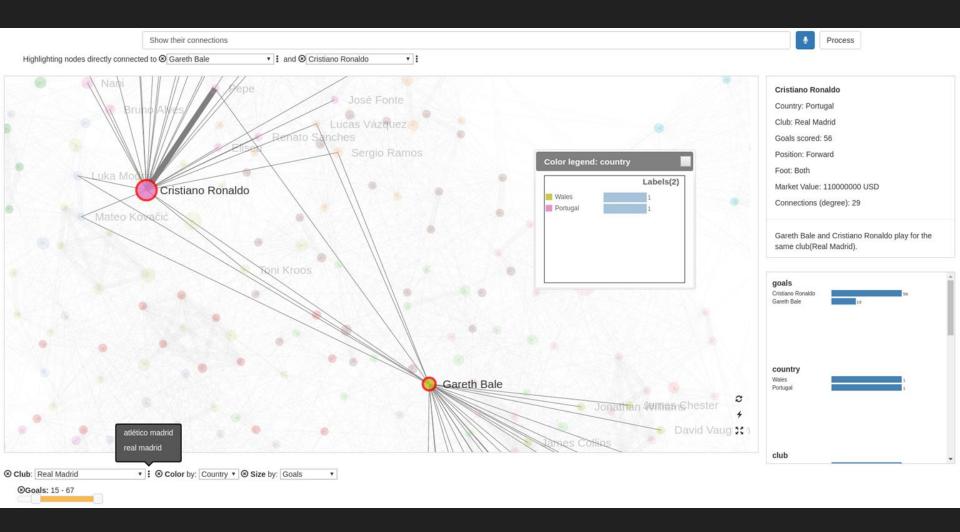




How can we support multimodal interaction for

visual data exploration and analysis?





# **Operations**

Find Nodes

**Find Connections** 

Find Path

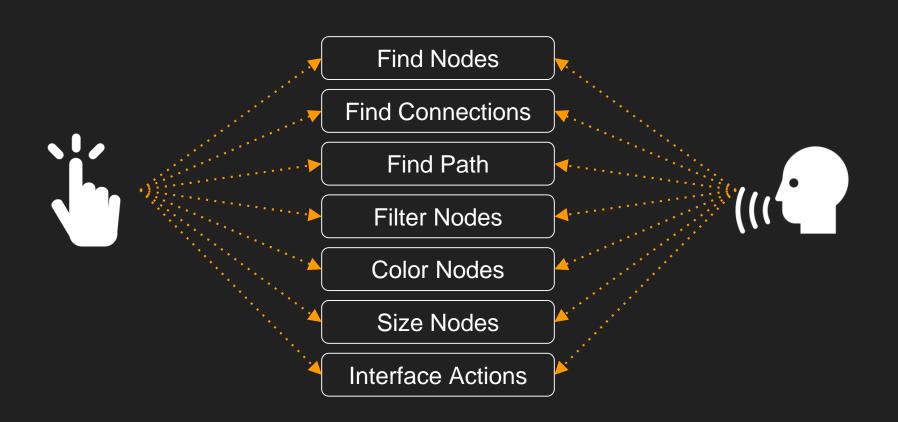
Filter Nodes

Color Nodes

Size Nodes

Interface Actions

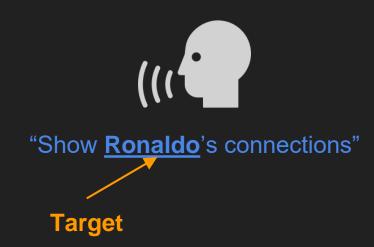
# **Operations**



**Operation:** 

Find Connections





#### **Explicit**

Find Ronaldo's connections.

Show connections between Pogba and Bale.

Highlight the shortest path from Evra to Kroos.

Color by position.

Size nodes by betweenness centrality.

Only show German forwards.

...

# Contextual & Follow-up

Are any of these players right footed?

Filter by this player's club.

Show connections of these players.

Color nodes by country > Now club > How about position?

Show German strikers with more than 30 goals > How about French strikers?

...

**High-level** 

How are France and Italy connected?

Players from which countries tend to play more with clubs in the same country? Find interesting clusters of players.

Modify the network to focus on English players.

• • •

### **Explicit**

Contextual & Follow-up

Find Ronaldo's connections. Show connections between Pogba and Bale. Highlight the shortest path from Evra to Kroos. Color by position. Size nodes by betweenness centrality. Only show German forwards.

High-level

**Contextual** 

& Follow-up

High-level

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Players from which countries tend to play more with clubs in the same country?
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Modify the network to focus on English players.

...

# **Explicit**

**Contextual** 

& Follow-up

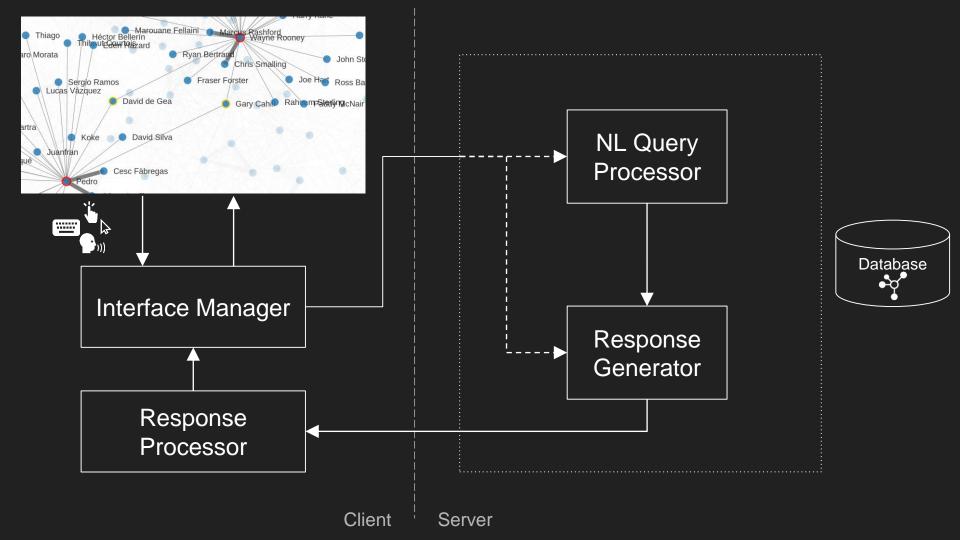
Find Ronaldo's connections. Show connections between Pogba and Bale. Highlight the shortest path from Evra to Kroos. Color by position. Size nodes by betweenness centrality. Only show German forwards.

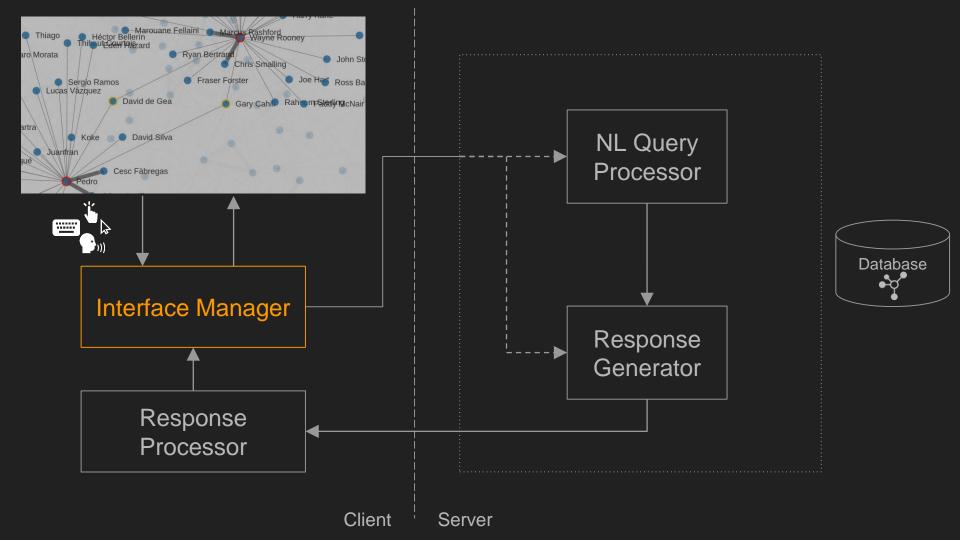
Are any of these players right footed? Filter by this player's club. Show connections of these players. Color nodes by country > Now club > How about position? Show German strikers with more than 30 goals > How about French strikers?

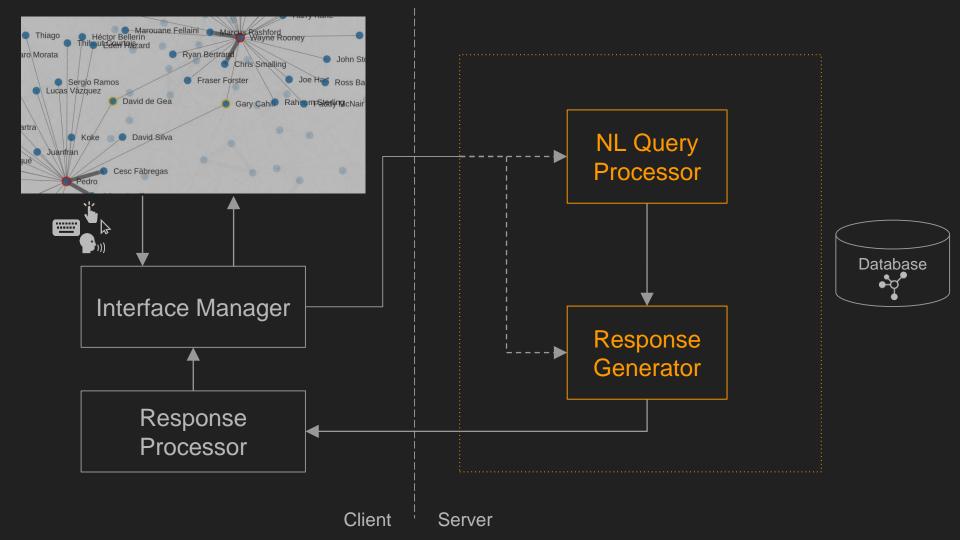
#### Show nodes connected to Ronaldo.

Show Ronaldo's connections.
Find players linked to Ronaldo.
Highlight players who play with Ronaldo.
Which players play in the same team as Ronaldo?
Show nodes directly connected to Ronaldo.
Find nodes adjacent to Ronaldo.
Show Ronaldo's teammates.
Who all is Ronaldo directly connected to?
Find players with a direct link to Ronaldo.
Find direct connections of Ronaldo.

• • •







#### Goal: To find connections of high goal scoring players for England





- "Show connections of English players with more than 20 goals"
- > "Show England players"
- > "Show players with more than 20 goals"
- > "Show connections"





"Show connections of these players"



"Show English players with more than 20 goals"

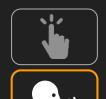






"Show connections"

#### Goal: To find connections of high goal scoring players for England





- "Show connections of English players with more than 20 goals"
- > "Show English players"
- > "Show players with more than 20 goals"
- > "Show connections"





"Show connections of these players"



"Show English players with more than 20 goals"







"Show connections"









# Context

- Active/highlighted nodes
- Active filters
- Active visual encodings
- Operations & targets from previous query



(new/ current query)

# Context

- Active/highlighted nodes
- Active filters
- Active visual encodings
- Operations & targets from previous query









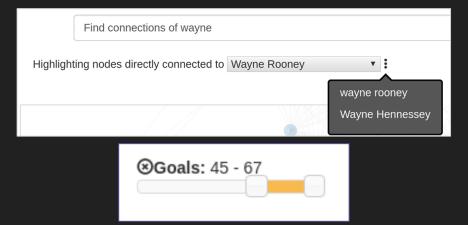


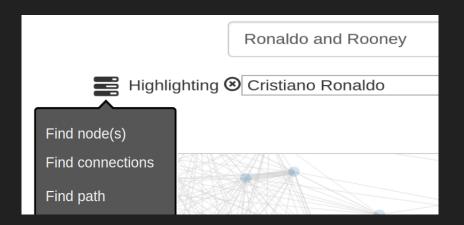
(new/current query)

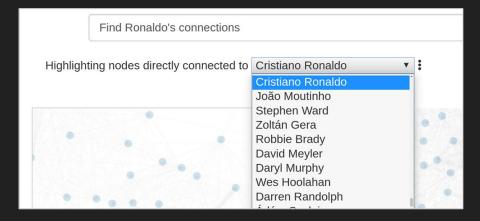
Individual

**Sequential** 

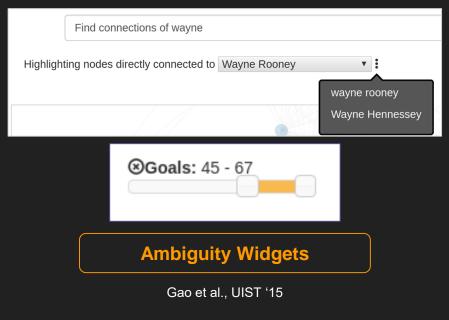
**Simultaneous** 

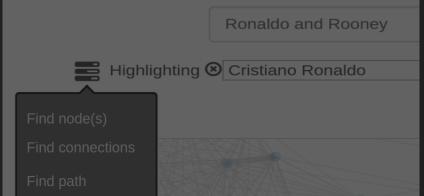


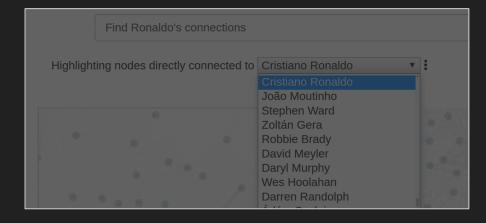


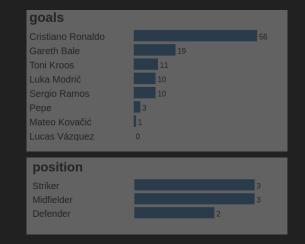


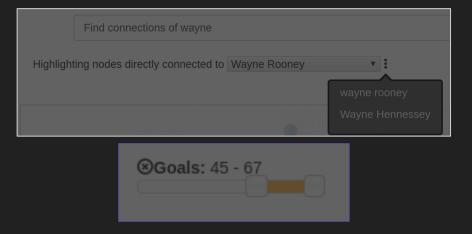


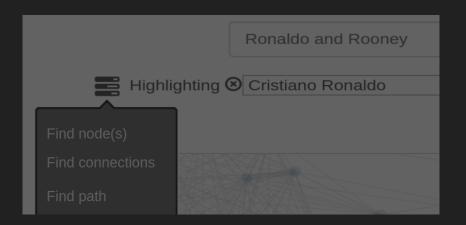


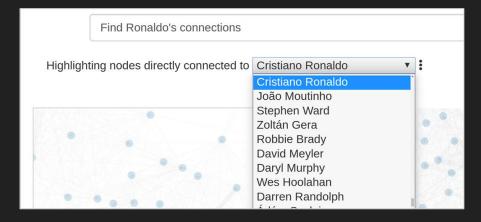




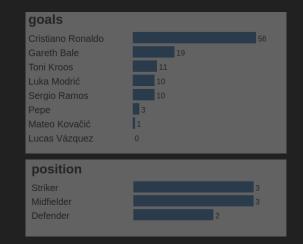


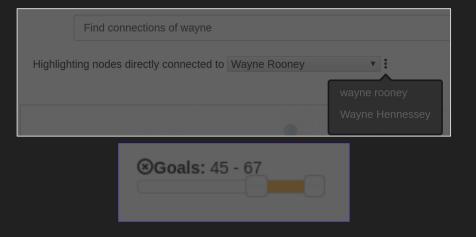






### **Query Manipulation Widgets**





### **Operation Suggestion**

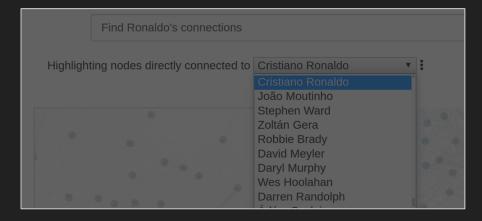
Ronaldo and Rooney

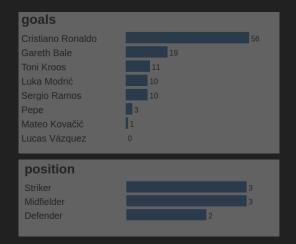
Highlighting © Cristiano Ronaldo

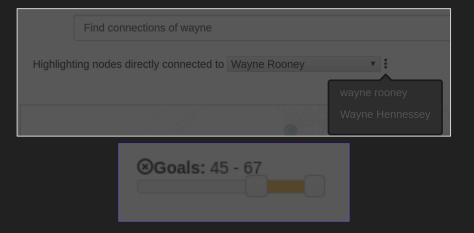
Find node(s)

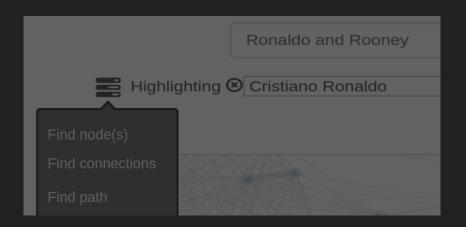
Find connections

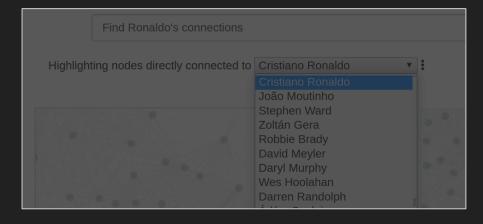
Find path



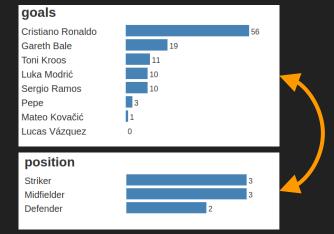




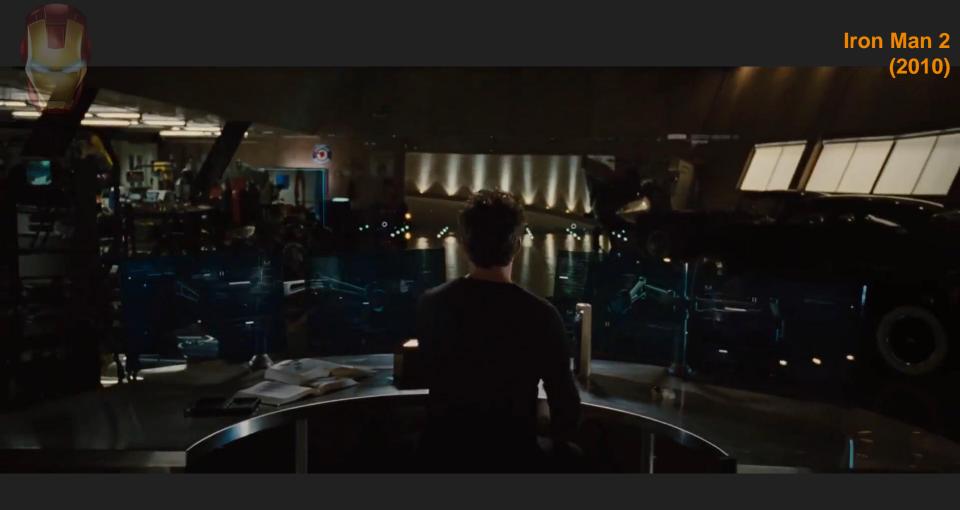


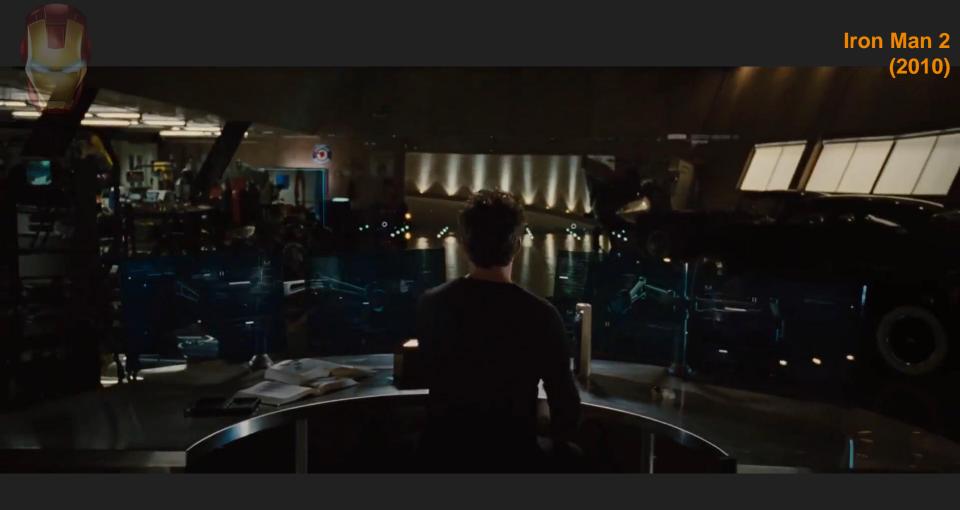






Why support multimodal interaction?





## **User Study**

### Goals:

- Collect observational data on how people interact with network visualizations when they have the option of using multimodal input.
- Assess basic usability of the system
- Collect qualitative feedback on Orko's design and multimodal interaction

# **User Study**

6 participants

Network of European soccer players

10 tasks (no training)

~30 min sessions

# Sample tasks

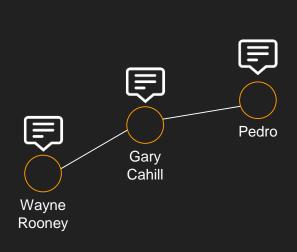
- Show that Wayne Rooney and Pedro play for different teams (both club and national) but share a spot on a team with Gary Cahill.
   [fact]\*
- Name a FC Barcelona midfielder. Identify at least two non-Barcelona midfielders the player plays with.

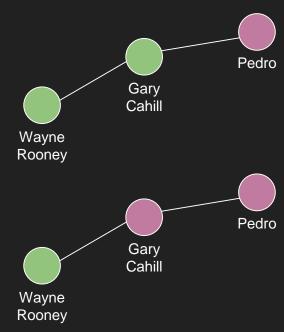
[indirect question]

<sup>\*</sup>Jeopardy-style evaluation proposed by Gao et al. "Datatone: Managing ambiguity in natural language interfaces for data visualization.", UIST 2015

# Sample task

 Show that Wayne Rooney and Pedro play for different teams (both club and national) but share a spot on a team with Gary Cahill.





		P1			P2			Р3			P4			P5			P	6	
	S	Т	ST	S	Т	TS	S	Т	ST	S	Т	ST	S	Т	ST	S	Т	ST	TS
T1			1	2					1			1			1	1			
<b>T2</b>	2			1			1					1			1	1			
<b>T3</b>	2	2	1	3	1		1		1	3	1		3	1		2			
T4	2		1	3			4					3		6		3			
T5	2			2				1	1			1	2	4		4	1	1	
Т6	1		1	1				2	1	1			1	3		4			
<b>T7</b>	1	1		2	3		1	1	1		1	1	3	1		2	2		
T8	1		1	1			1	1	1			1	2	1		1			
<b>T9</b>	2			2					2	2			2	1		1		2	
T10	2	2	2	8	1	2		6	2	2	5		2	5		2	3		1

S: Speech : Touch

ST: Speech+Touch TS: Touch+Speech

### Participants

		P1			P2			P3			P4			P5			F	6	
	S	Т	ST	S	Т	TS	S	Т	ST	S	Т	ST	S	Т	ST	S	Т	ST	TS
T1			1	2					1			1			1	1			
<b>T2</b>	2			1			1					1			1	1			
T3	2	2	1	3	1		1			3	1		3	1		2			
T4	2		1	3			4					3		6		3			
T5	2			2					1			1	2	4		4		1	
<b>T6</b>	1		1	1				2		1			1	3		4			
<b>T7</b>	1	1		2	3		1	1			1	1	3	1		2	2		
T8	1		1	1			1	1				1	2	1		1			
<b>T9</b>	2			2					2	2			2	1		1		2	
T10	2	2	2	8	1	2		6	2	2	5		2	5		2	3		1

#### Participants

		P1			P2			РЗ			P4			P5			P	96		
	S	Т	ST	S	Т	TS	S	Т	ST	S	Т	ST	S	Т	ST	S	Т	ST	TS	Input style
T1			1	2					1			1			1	1				
<b>T2</b>	2			1			1					1			1	1				
<b>T</b> 3	2	2	1	3	1		1		1	3	1		3	1		2				
T4	2		1	3			4					3		6		3				
T5	2			2					1			1	2	4		4		1		
<b>T6</b>	1		1	1				2	1	1			1	3		4				
<b>T7</b>	1	1		2	3		1	1	1		1	1	3	1		2	2			
T8	1		1	1			1	1	1			1	2	1		1				S: Speech
<b>T9</b>	2			2					2	2			2	1		1		2		T: Touch ST: Speech+Touch
T10	2	2	2	8	1	2		6	2	2	5		2	5		2	3		1	TS: Touch+Speech

			P1			P2			Р3			P4			P5			F	P6		
		S	Т	ST	S	Т	TS	S	Т	ST	S	Т	ST	S	Т	ST	S	Т	ST	TS	
	T1			1	2					1			1			1	1				
	<b>T2</b>	2			1			1					1			1	1				
	<b>T3</b>	2	2	1	3	1		1		1	3	1		3	1		2				
F	T4	2		1	3			4					3		6		3				
	T5	2			2					1			1	2	4		4		1		
	<b>T6</b>	1		1	1				2	1				1	3		4				
	<b>T7</b>	1	1		2	3		1	1	1		1	1	3	1		2	2			
	<b>T8</b>	1		1	1			1	1	1			1	2	1		1				S: Speech
	<b>T9</b>	2			2					2	2			2	1		1		2		T: Touch ST: Speech+Touch
	T10	2	2	2	8	1	2		6	2	2	5		2	5		2	3		1	TS: Touch+Speech

		P1			P2			Р3			P4			P5			F	P6	
	S	Т	ST	S	Т	TS	S	Т	ST	S	Т	ST	S	Т	ST	S	Т	ST	TS
<b>T1</b>			1	2					1			1			1	1			
<b>T2</b>	2				1 00	auon	1 tial a	2000	h i to	uob						1			
<b>T</b> 3	2		1		1 50	quen	liai S	peed	1+10	ucn 3			3			2			
<b>T4</b>			1				4									3			
<b>T</b> 5									1				2			4			
<b>T</b> 6			1						1				1			4			
<b>T</b> 7							1		1				3			2			
T8			1				1		1				2			1			
<b>T</b> 9									2				2			1			
T10			2						2				2			2			

S: Speech T: Touch ST: Speech+Touch TS: Touch+Speech

### Participants

		P1			P2			<b>P</b> 3			P4			P5			F	<b>P</b> 6	
	S	Т	ST	S	Т	TS	S	Т	ST	S	Т	ST	S	Т	ST	S	Т	ST	TS
T1			1	2					1			1			1	1			
T2	2			1			1					1			1	1			
T3	2	2	1	3	1		1		1	3	1		3	1		2			
<b>T4</b>	2		1	3			4					3		6		3			
T5	2			2				1	1			1	2	4		4	1	1	
<b>T6</b>	1		1	1				2	1	1			1	3		4			
<b>T7</b>	1	1		2	3		1	1	1		1	1	3	1		2	2		
<b>T8</b>	1		1	1			1	1	1			1	2	1		1			
<b>T9</b>	2			2					2	2			2	1		1		2	
T10	2	2	2	8	1	2		6	2	2	5		2	5		2	3		1

		P1			P2			P3			P4			P5			F	P6	
	S		ST	S	Т	TS	S		ST	S	Т	ST	S	Т	ST	S	Т	ST	TS
T1				2												1			
T2																			
T3													3						
T4			1	3	im	ult	4	00				3.		6	1:4:	3			
T5			IN	<b>0</b> 2 8		luli	.an	eo	u <sub>5</sub>	us	e	JI <sub>I</sub> I	1120	ua	HUI	<b>5</b>			
T6													1						
T7													3						
T8													2						
<b>T9</b>													2						
T10	2			8		2			2	2			2			2			

articipants

		P1			P2			P3			P4			P5			F	<b>P</b> 6	
	S		ST	S	Т	TS	S	Т	ST	S	Т	ST	S	Т	ST	S	Т	ST	TS
T1			1						1							1			
T2																1			
Т3																2			
T4																3			
T5																4			
<b>T</b> 6																4			
T7																2			
T8																1			
Т9																1			
T10				8		2			2				2			2			1

S: Speech T: Touch ST: Speech+Touch

TS: Touch+Speech

Only three instances of sequential input where touch preceded speech

		P1			P2			P3			P4			P5			F	<b>P</b> 6	
	S		ST	S	Т	TS	S	Т	ST	S	Т	ST	S	Т	ST	S	Т	ST	TS
T1			1						1			1			1	1			
T2												1			1	1			
T3			1						1				3			2			
T4			1									3				3			
T5									1			1	2			4		1	
T6			1						1				1			4			
T7									1			1	3			2			
T8			1						1			1	2			1			
Т9									2				2			1		2	
T10			2						2				2			2			

ST: Speech+Touch

30 instances of sequential input where speech preceded touch

		P1			P2			<b>P</b> 3			P4			P5				P6	
	S		ST	S		TS	S	Т	ST	S	Т	ST	S	Т	ST	S	Т	ST	TS
			1	2												1			
	2			1			1									1			
T3	2			3			1			3			3			2			
T4	2			3			4									3			
T5	2			2									2			4			
T6	1			1						1			1			4			
T7	1			2			1						3			2			
T8	1			1			1						2			1			
<b>T</b> 9	2			2						2			2			1			
T10	2		2	8		2				2			2			2			

S: Speech

Speech (individually) was the dominant input modality (~50%)

	P1	P2	P3	P4	P5	P6	Avg.
Overall SUS scores (out of 100)	80	70	82.5	80	52.5	87.5	75.42
Would want to use the system frequently (out of 5)	4	5	5	5	3	5	4.5
Found various functions well integrated (out of 5)	5	5	4	3	5	4	4.33
Natural language query interpretation (out of 5)	4	4	3	4	4	5	4

 "It [multimodal interaction] was fun to use and a very intuitive way to explore a network"

 "I was surprised by the speech feature. I did not expect it to work as well as it did"

 "...having worked with many visualization programs before, having to go through and manually clicking is really annoying especially when you have a ton of dropdowns. So I really like the speech feature, I know it's still in a rudimentary stage but it does a really good job"

- "It was a little frustrating when the system did not understand my voice or did not react at all to voice"
- "If the system used the keyboard, an auto-complete function would be very helpful"

### What's next?



Exploring layout modification, alternative representations, and network metrics

### What's next?



- Exploring layout modification, alternative representations, and network metrics
- Exploring other visualizations and data domains



### What's next?



- Exploring layout modification, alternative representations, and network metrics
- Exploring other visualizations and data domains







Toolkits to incorporate multimodal interaction

#### NL4DV: Toolkit for Natural Language Driven Data Visualization

Arjun Srinivasan\*

John Stasko<sup>†</sup>

Georgia Institute of Technology

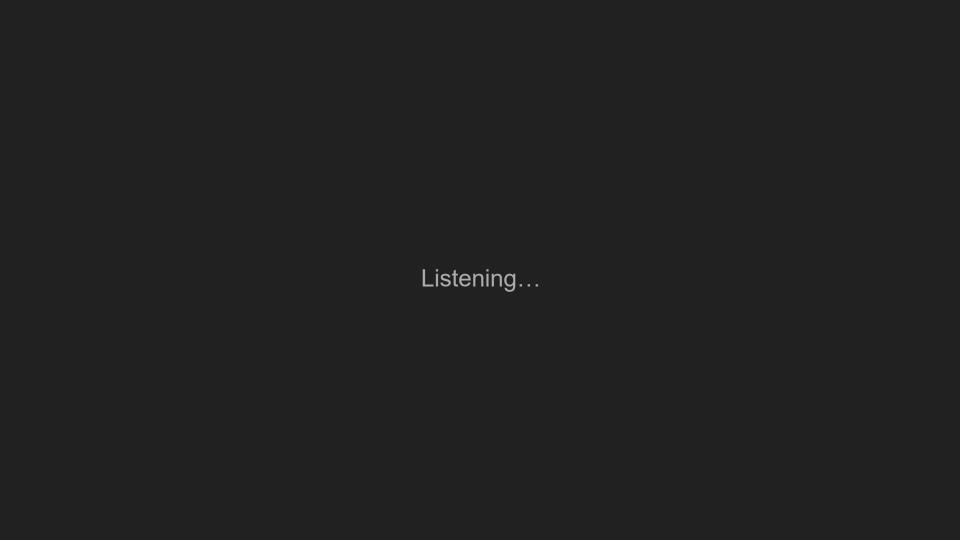
#### ABSTRACT

Developing natural language interfaces for visualization systems is a challenging task and requires system developers to spend time and effort on implementing Natural Language Processing (NLP) components necessary to convert natural language queries into visualizations. Especially for developers without a background in NLP, this learning curve can be even more challenging and time consuming. We are developing the Natural Language Driven Data Visualization (NLADV) toolkit that provides high-level functions developers can use to create natural language-driven data visualization systems.

We are creating a toolkit called NL4DV to provide developers and designers of visualization systems with high-level functions that they can use to add natural language query interfaces as extensions to their existing systems or build systems entirely driven by natural language.

#### 2 NL4DV

Figure 1 highlights (in gray) the four high-level components and some of their intermediate inputs and outputs (in white) that are required to implement a natural language driven visualization system. NL4DV is implemented in Python and is provided as a python package. As shown in Figure 1, it comes with a builting mery pro-



# Thank you







John Stasko





#### Creating Natural Data Visualization and Analysis Environments

Projects Team Members: Arjun Srinivasan, John Stasko



#### PAPERS

Orko: Facilitating Multimodal Interaction for Visual Network Exploration and Analysis - InfoVis 2017

Affordances of Input Modalities for Visual Data Exploration in Immersive Environments - Workshop on Immersive Analytics 2017

Natural Language Interfaces for Data Analysis with Visualization: Considering What Has and Could Be Asked - EuroVis 2017

NL4DV: Toolkit for Natural Language Driven Data Visualization (Poster) - VIS

#### DOWNLOADS

VIDEO: Orko Introduction, InfoVis '17 (37 MB mp4)

VIDEO: Orko Usage Scenario, InfoVis '17 (52 MB mp4)

We live in a data-rich era. Data visualization and exploration capabilities are becoming more widely used in a variety of disciplines including business, health, education, and public policy, to name just a few. Currently, people use visualization systems on desktop and lappo computers and typically interact via keyboard and mouse. Such interactions, while useful, pale in comparison to the natural, fluid interactions presented in futuristic feature films such as "Minority Report" and "fron Man" where characters interact with large, projected wall displays through speech, gaze, and gesture. To move such futuristic interfaces, we must develop new forms of Natural User Interfaces (NUIs) employing multimodal interactions

https://www.cc.gatech.edu/gvu/ii/naturalvis/